

let it ride



Since its introduction in 1994, Let It Ride[®] has become the most popular specialty table card game. It's easy to learn and fun to play, and is the only table game that allows players to control two of their three bets wagered. Based on five card stud poker, Let It Ride lets participants play against a pay table and not against the dealer or any other player, providing a comfortable and social gaming experience.

- FEATURES:**
- Two payout schedules from which to choose
 - Dealer training provided
 - Proven player demand; casino profitable
 - The most popular specialty table game on the market today
 - Attracts new players to table games:
 - high payouts
 - easy to learn; easy to play
 - friendly and sociable
 - not intimidating
 - Hit frequency of 23.88%
 - House advantage of 2.86%

Sample Paytable

ROYAL FLUSH	1,000 to 1
STRAIGHT FLUSH.....	200 to 1
FOUR-OF-A-KIND	50 to 1
FULL HOUSE	11 to 1
FLUSH.....	8 to 1
STRAIGHT	5 to 1
THREE-OF-A-KIND.....	3 to 1
TWO PAIR.....	2 to 1
PAIR OF TENS OR BETTER	1 to 1



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Shuffle Master, Inc.
Patent #5,386,081
#5,437,402



MAXIMUM AGGREGATE PAYOUT OF \$25,000 ON THIS GAME



Payout Schedule

1000 to 1	1000 to 1
500 to 1	500 to 1
200 to 1	200 to 1
100 to 1	100 to 1
50 to 1	50 to 1
25 to 1	25 to 1
10 to 1	10 to 1
5 to 1	5 to 1
2 to 1	2 to 1
1 to 1	1 to 1

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RECOMMENDED INTERNAL CONTROLS FOR LET IT RIDE BONUS®

LET IT RIDE BONUS TABLE; PHYSICAL CHARACTERISTICS:

1. **Let It Ride Bonus** shall be played on a table having seven (7) places on one side for the players, and a place for the dealer on the opposite side.
2. The cloth covering a **Let It Ride Bonus** table (the layout) shall have betting areas for seven (7) players. Within each betting area there shall be three (3) separate designated betting spaces labeled “1”, “2”, and “\$” for the placement of bets. Each betting position shall also have a separate sensor for the placement of an additional \$1.00 bonus bet. There shall also be a separate area located directly in front of the chip tray designated for the placement of the community cards.
3. Each **Let It Ride Bonus** table shall have a drop box attached to it.
4. Each **Let It Ride Bonus** table shall have a table controller located on the table at the right of the dealer. The table controller is a microprocessor controlled keypad with an alpha-numeric display which is used by the dealer to deal the game. The table controller controls the automatic card shuffling device, reads the security keys and registers the placement of an additional \$1.00 bonus bet by the player. The table controller is attached to the casino computer.

DEALING; AUTOMATIC SHUFFLING DEVICE:

Cards used to play **Let It Ride Bonus** shall be dealt from an automatic card shuffling device (“shuffler”).

CARDS; PHYSICAL CHARACTERISTICS:

Cards used to play **Let It Ride Bonus** shall be in standard decks of fifty-two (52) cards, with each card identical in size and shape to every other card in such deck.

CARDS; NUMBER OF DECKS:

1. **Let It Ride Bonus** shall be played with two (2) alternating decks, each consisting of fifty-two (52) cards with backs of the same design.

2. Each deck of cards shall also comply with the following requirements:

- (a) The backs of the cards in the two (2) decks are of different color;
- (b) One (1) deck will be shuffled by the shuffler while the other deck will be dealt or used to play the game;
- (c) Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
- (d) The cards from only one (1) deck shall be placed in the discard rack at any given time.

LET IT RIDE BONUS; DEFINITIONS:

The following words and terms shall have the following meanings unless the context clearly indicates otherwise:

- “Community cards” means any cards which are initially dealt to the dealer and which are used by all players to form a five (5) card hand.
- “Hand” means the five (5) card hand formed for each player by combining the three (3) cards dealt to the player and the two (2) community cards.
- “Let it ride” means when a player chooses not to take back either or both of two (2) of the three (3) bets.
- “Round of play” means one (1) complete cycle of play during which all players have been dealt three (3) cards, have wagered, the dealer has been dealt the community cards, and wagers have been paid off or collected in accordance with the rules of this subchapter.
- “Suit” means one of the four categories of cards (clubs, diamonds, hearts or spades), with no suit being higher in rank than another.

LET IT RIDE BONUS HAND RANKINGS:

- 1. The permissible poker hands in the game of **Let It Ride Bonus**, in order of highest to lowest rank, shall be:
 - (a) “Royal flush” is a hand consisting of an ace, king, queen, jack and ten of the same suit;

- (b) “Straight flush” is a hand consisting of five (5) cards of the same suit in consecutive ranking, with king, queen, jack, ten and nine being the highest ranking straight flush and ace, two, three, four, five being the lowest ranking straight flush;
 - (c) “Four-of-a-kind” is a hand consisting of four (4) cards of the same rank regardless of suit, with four (4) aces being the highest ranking four-of-a-kind and four (4) twos being the lowest ranking four-of-a-kind;
 - (d) “Full house” is a hand consisting of “three-of-a-kind” and a “pair,” with three (3) aces and two (2) kings being the highest ranking full house and three (3) twos and two (2) threes being the lowest ranking full house;
 - (e) “Flush” is a hand consisting of five (5) cards of the same suit;
 - (f) “Straight” is a hand consisting of five (5) cards of consecutive rank, regardless of suit, with an ace, king, queen, jack and ten being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (e.g., queen, king, ace, two, three);
 - (g) “Three-of-a-kind” is a hand consisting of three (3) cards of the same rank regardless of suit, with three (3) aces being the highest ranking three-of-a-kind and three (3) twos being the lowest ranking three-of-a-kind;
 - (h) “Two pair” is a hand consisting of two (2) “pair,” with two (2) aces and two (2) kings being the highest ranking two (2) pair and two (2) threes and two (2) twos being the lowest ranking two (2) pair; and
 - (i) “High pair” is a hand consisting of two (2) cards of the same rank, regardless of suit, with two (2) aces being the highest ranking pair and two (2) tens being the lowest ranking pair.
2. The rank of the cards used in **Let It Ride Bonus**, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three and two. Notwithstanding the foregoing, an ace may be used to complete a straight flush or straight formed with a two, three, four, and five. All suits shall be considered equal in rank.

PERMISSIBLE BETS:

1. All bets at **Let It Ride Bonus** shall be made by placing gaming chips or plaques on the appropriate betting areas of the table layout. A verbal wager accompanied by cash may be accepted depending on house rules or regulations.
2. All bets shall be placed prior to the dealer announcing, “No more bets.” No bets shall be made, increased, or withdrawn after the dealer has announced, “No more bets.”

3. Each player shall be required to place three (3) equal but separate bets for each round of play. The bets shall be identified as Bet #1, Bet #2 and Bet #3. Bet #1 and Bet #2 may be withdrawn by the player as provided in the *Procedures For Completion Of Each Round Of Play*.
4. Each player shall also have the option to place an additional \$1.00 bonus bet that awards a bonus payout to the player(s) who receive a poker hand consisting of certain hand combinations as listed in the *Payout Odds* section.

OPENING THE LET IT RIDE BONUS TABLE:

1. Turn the shuffler power switch on.
2. Place the table key (Key #1) into the first slot on the table controller.
3. Verify and wash deck #1 and load it into the shuffler.
4. Press the green START button on the shuffler to begin the shuffling cycle.
5. While deck #1 is shuffling, verify and wash deck #2 and place it in the discard rack. (If there is no game, assume Dead Game Mode.)

PROCEDURES FOR SHUFFLING AND DEALING THE CARDS FROM AN AUTOMATIC SHUFFLING DEVICE:

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards by use of a shuffler so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall place the deck of cards in a single stack.
2. The dealer shall wait for each player to place three equal bets and will ask for any bonus bets. After each player has had the opportunity to place his/her bonus bet, the dealer will ensure the red sensor lamp is illuminated for each player who has placed a bonus bet, will announce, "No more bets," and will press "lock out."
3. The dealer will then collect the bonus bets and place them in the chip tray.
4. The shuffler contains a feature which counts each card in the deck and indicates whether or not fifty-two (52) cards are contained therein. The dealer shall observe the device to ensure there is an accurate count. See *Irregularities* section for procedures in the event of a card miscount.

5. The dealer will then load the deck from the discard rack into the nest area of the shuffler to release the previously shuffled deck for dealing.
6. The shuffler deals the cards in stacks of three. The dealer shall deliver the first stack of cards dealt by the shuffler to the player farthest to his or her left and shall slightly spread the cards as he/she delivers, to ensure an accurate number. As the remaining stacks are dealt by the shuffler, the dealer shall deliver a stack in turn to each of the other players, including the dealer, moving clockwise around the table. The dealer shall deliver each stack face up or face down slightly spreading the cards, and shall place each stack behind the bets in the player's betting area. The stack given to the dealer shall be delivered as follows:
 - (a) The stack shall be placed to the right of the area designated for placement of community cards.
 - (b) The dealer will then slide the top card (face down) over to the left rectangle, then the next card over to the right rectangle.
 - (c) The remaining third card (the bottom card of the stack), shall be "burned" by placing it into the discard rack, without the dealer exposing it.
7. After all stacks of three (3) cards have been dealt and delivered to each player and the dealer, the dealer shall press the green START button on the shuffler to unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

PROCEDURES FOR COMPLETION OF EACH ROUND OF PLAY:

1. Each player who bets at **Let It Ride Bonus** shall be responsible for his or her own hand and no other person other than the player or the dealer may touch the cards of that player. Each player shall be required to keep the cards in full view of the dealer at all times.
2. After each player has examined his/her cards, the dealer shall, beginning from his or her left and moving clockwise around the table, ask or motion to each player if he or she wishes to withdraw Bet #1 or "let it ride."
 - (a) If a player chooses to let Bet #1 ride, that bet must stay until the end of the round of play.
 - (b) If a player chooses to withdraw Bet #1, the dealer shall move the gaming chips on the betting area designated for Bet #1 toward the player who shall then immediately remove the gaming chips from the betting area.
3. After each player has made a decision regarding Bet #1, the dealer then turns over the card in the left rectangle of the area designated for placement of community cards. This card shall become the first community card.

4. After the first community card is exposed, the dealer shall, beginning from his or her left and moving clockwise around the table, ask each player if he or she wishes to withdraw Bet #2 or “let it ride.” This decision shall be made regardless of the decision made for Bet #1.
 - (a) If a player chooses to let Bet #2 ride, that bet must stay until the end of the round of play.
 - (b) If a player chooses to withdraw Bet #2, the dealer shall move the gaming chips on the betting area designated for Bet #2 toward the player who shall then immediately remove the gaming chips from the betting area.
 - (c) Once a determination is made on Bet #2, each player places his/her three cards face down under the third bet.
5. The dealer shall then turn over the card located in the right rectangle of the area designated for placement of community cards. This card shall become the second community card.
6. The two (2) community cards shall be used by each player in conjunction with his or her three (3) cards to complete a five card hand.
7. After the second community card is turned face up, the dealer shall, beginning with the player to his or her right and continuing counterclockwise around the table. The dealer shall then resolve each hand by examining each player’s cards, in combination with the two (2) community cards to determine if the player’s hand is a winning or losing hand. The dealer shall then pick and pay or lay and pay depending on casino procedures.
8. Basic game payouts are made to winning hands for each bet that was not withdrawn during play. In order to qualify for a basic payout, a player’s hand must contain a pair of tens or better. All losing bets shall be collected by the dealer and placed in the chip tray. Each winning bet shall be paid in accordance with the payout odds listed on the table layout or as displayed at the table.
9. A bonus payout is made for each \$1.00 bonus bet placed by each player who receives a certain hand combination as listed in the *Payout Odds* section. The dealer shall then collect the cards of all players and the community cards and place them in the discard rack together with the remaining cards in the deck used for that round of play.
10. After all bonus hands have been paid the dealer shall press the “GAME OVER” key on the table controller to end the game.

PAYOUT ODDS:

1. The payout odds for winning bets at **Let It Ride Bonus** printed on any layout or in any brochure or other publication distributed by a casino licensee shall be stated through the use of the word “to” or “win,” and no odds shall be stated through the use of the word “for.”
2. The casino licensee shall pay off each winning basic bet at no less than the odds listed below and shall pay the additional bonus award if, after having placed the \$1.00 bonus bet, a player achieves a certain card combination as listed below.

**** Casino to select from attached Paytable Options**

IRREGULARITIES:

1. If when dealing the face down option, a card that is found face up while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up during the dealing of the cards, all hands shall be void and the cards shall be reshuffled.
2. It shall be a misdeal if any player or the area designated for the placement of the community cards is dealt more or less than three cards, and all hands shall be void. The floor person shall collect all the cards in play and press the green START button on the shuffler to unload the remaining cards in the shuffled deck. The floor person shall then verify the correct number of cards are in the deck.
 - (a) If the card count is **correct** (52 cards), the floor person shall follow procedures to resume play as provided in the **Let It Ride Bonus User Guide**.
 - (b) If the card count is **incorrect**, the floor person shall remove the deck from the table and replace it with a new deck following new deck procedures and follow procedures as provided in the **Let It Ride Bonus User Guide** to resume play.
3. If the sensors start flashing during a round because the shuffler signaled an incorrect card count, the floor person shall verify that the correct number of cards are in play. If all players and the dealer have the correct number of cards, the floor person shall count down the remaining deck.
 - (a) If the card count is **correct** (52 cards); the floor person shall follow procedures to resume play as provided in the **Let It Ride Bonus User Guide**.
 - (b) If the card count is **incorrect**, the dealer shall declare a misdeal and all hands will be void. The floor person shall remove the deck from the table and replace it with a new deck following new deck procedures. The floor person shall follow procedures to resume play as provided in the **Let It Ride Bonus User Guide**. The dealer shall then load the new deck into the nest area of the shuffler to resume play.

4. It shall be a misdeal if the dealer delivers hands to all the players and then presses the green button to unload the remaining cards in the shuffled deck, prior to delivering the dealer hand/community cards. The shuffler will not detect this misdeal. The floor person shall collect all cards, then he/she will redistribute the bonus bets on the lit chip sensors then insert the Maintenance Key into slot #3, press the “Four of a Kind” button on the keypad, the keypad will display “to reset keypad press enter”, after pressing the enter button, the keypad will display “keypad reset”. The Maintenance Key can be removed from slot #3. The round is still considered the same round, therefore no more players may place a bonus bet at this point. The dealer shall then press lockout and collect the bonus bets from the lit sensors. The dealer shall then load the misdealt deck of cards into the nest area of the shuffler and resume play.

